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1 Systematic output modification in a 2D user interface toolkit   88%
W. Keith Edwards , Scott E. Hudson , Joshua Marinacci , Roy Rodenstein , Thomas Rodriguez , Ian Smith
Proceedings of the 10th annual ACM symposium on User interface software and technology October 1997

2 Tools and techniques for interaction: A neuroscience-based design of   80%
intelligent tools for the elderly and disabled
Tohru Ifukube
Proceedings of the 2001 EC/NSF workshop on Universal accessibility of ubiquitous computing: providing for the elderly May 2001
> The author has developed one basic research approach for universal accessibility over a period of 28 years. As reviewed in this paper, he and his co-researchers have designed several intelligent tools for universal accessibility as well as obtained many basic findings concerning neuroscience of human information processing. Some of the tools have been manufactured in Japan and the technologies as well as the basic findings have been applied to construct human-centered computer interfaces such as ...

3 Gaming and graphics: Artists against anatomists   80%
Chris Crawford , Richard Rouse
ACM SIGGRAPH Computer Graphics February 2002
Volume 36 Issue 1

4 Short Talks: Constructing moving pictures eyes-free: an animation tool 80%
for the blind
Hesham M. Kamel , James A. Landay

CHI '02 extended abstracts on Human factors in computing systems April 2002
Visually impaired people constantly interpret moving phenomena in the real world; they do not lack the skills to understand the meaning of what is portrayed in an animation. However, today there is no method that allows them to create computer-based animation. We have extended IC2D, a drawing tool for the blind, to allow users to construct animation based on their drawings by defining rotation, swing, and path motions.

5 An anti-aliasing technique for splatting   80%

J. Edward Swan , Klaus Mueller , Torsten Möller , Naeem Shareef , Roger Crawfis , Roni Yagel
Proceedings of the 8th conference on Visualization '97 October 1997

6 Auramirror: reflections on attention   77%

Alexander W. Skaburskis , Roel Vertegaal , Jeffrey S. Shell
Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications March 2004
As ubiquitous computing becomes more prevalent, greater consideration will have to be taken on how devices interrupt us and vie for our attention. This paper describes Auramirror, an interactive art piece that raises questions of how computers use our attention. By measuring attention and visualizing the results for the audience in real-time, Auramirror brings the subject matter to the forefront of the audience's consideration. Finally, some ways of using the Auramirror system to help in the des ...

7 Rendering: An efficient spatio-temporal architecture for animation   77%
rendering

Vlastimil Havran , Cyrille Damez , Karol Myszkowski , Hans-Peter Seidel
Proceedings of the 14th Eurographics workshop on Rendering June 2003
Producing high quality animations featuring rich object appearance and compelling lighting effects is very time consuming using traditional frame-by-frame rendering systems. In this paper we present a rendering architecture for computing multiple frames at once by exploiting the coherence between image samples in the temporal domain. For each sample representing a given point in the scene we update its view-dependent components for each frame and add its contribution to pixels identified through ...

8 Interactive posters: gaze interaction: AuraMirror: artistically visualizing   77%
attention

Alexander W. Skaburskis , Jeffrey S. Shell , Roel Vertegaal , Connor Dickie
CHI '03 extended abstracts on Human factors in computing systems April 2003
We present AuraMirror, a system that visualizes virtual windows of attention: the commodity of visual attention people exchange during interactions in small groups. AuraMirror acts as a dynamic 'painting' that passively gathers and displays attentional data by superimposing auras over each viewer's head in a real time video mirror. This permits users to see how they distribute their attention in group interactions, and the effect of interruption on this process. Finally, we describe how AuraMirr ...

9 Gaze-contingent displays: Real-time simulation of arbitrary visual fields   77%

Wilson S. Geisler , Jeffrey S. Perry
Proceedings of the symposium on Eye tracking research & applications March 2002

This report describes an algorithm and software for creating and displaying, in real time, arbitrary variable resolution displays, contingent on the direction of gaze. The software produces precise, artifact-free video at high frame rates in either 8-bit gray scale or 24-bit color. The software is demonstrated by simulating the visual fields of normal individuals and low-vision patients.

10 Antialiasing of interlaced video animation   77%
John Amanatides , Don P. Mitchell
ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques September 1990
Volume 24 Issue 4

11 Computer science in health and education: Detection of the mucosal   77%
wave in the speech signal for larynx pathology characterization
P. Gómez , V. Nieto , R. Martínez , A. Álvarez , F. Rodríguez , V. Rodellar
Proceedings of the 1st international symposium on Information and communication technologies September 2003
Voice pathologies are becoming a frequent cause of social concern due to the increasing exposure of people to certain pathogenic factors as smoking, gastro-esopharyngeal reflux, or to voice overload (professional speakers as teachers or call-centre employees), besides other natural factors as aging. Its social impact is of most importance, not only from the economical point of view, but also at the professional and personal levels. Early detection of voice pathologies can lead to less aggressive ...

12 Reception and posters: Colour picking: the pecking prder of form and   77%
function
Frank Nack , Amit Manniesing , Lynda Hardman
Proceedings of the eleventh ACM international conference on Multimedia November 2003
Multimedia presentation generation has to be able to balance the functional aspects of a presentation that address the information needs of the user and its aesthetic form. We demonstrate our approach using automatic colour design for which we integrate relevant aspects of colour theory. We do not provide a definition of the relative importance of form versus function, but seek to explore the roles of subjective elements in the generation process.

13 Interaction with databases through procedural languages   77%
L. Lichten , E. B. Fernández
Proceedings of the 1978 annual conference - Volume 2 January 1978
After discussing requirements for an 'ideal' user interface for a database management system, two case studies are considered. One is a database for a graphics-oriented design application, and the second is a high security database system. Since the second case study's architecture incorporates many of the 'ideal' interface requirements, it is used as a paradigm for transforming the design of the other system so as to approach this idealized interface. The results of this recasting are then ...

14 Human vision, anti-aliasing, and the cheap 4000 line display   77%
William J Leler
ACM SIGGRAPH Computer Graphics , Proceedings of the 7th annual conference on Computer graphics and interactive techniques July 1980

Volume 14 Issue 3
> Despite its other advantages, one of the major objections to raster graphics has been the poor image quality and aliasing effects caused by discrete sampling. These effects include "jaggies" or stair-stepping, crawling, line breakup, and scintillation. Several solutions have been proposed in the literature, however, most suffer severe drawbacks and are only partially successful at eliminating aliasing effects. One solution, area anti-aliasing, is not only effective, it produces ...

15 Algorithms for solid noise synthesis   77%
J. P. Lewis
ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques July 1989
Volume 23 Issue 3

16 Visualization: Analysis of visualisation requirements for fuzzy systems   77%
Binh Pham , Ross Brown
Proceedings of the 1st international conference on Computer graphics and interactive techniques in Austalasia and South East Asia February 2003
> This paper provides a comprehensive analysis of the working and requirements of fuzzy systems with the view to devise appropriate visualisation framework and techniques for these systems using a user- and task-oriented approach. We firstly discuss the nature of fuzzy data and the essential components of typical fuzzy systems, then categorise different visualisation requirements from three perspectives: user of fuzzy systems, designer of fuzzy systems and designer of visualisation systems. The vi ...

17 Education Forum: Java...H o t Java!: What is that Brewing on the Web? 77%
Rocky Ross
ACM SIGACT News March 1996
Volume 27 Issue 1

18 Education forum: Education forum   77%
Rocky Ross
ACM SIGACT News March 2001
Volume 32 Issue 1

19 A comparison of the artistic aspects of various industrial robots   77%
Margo K. Apostolos
Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 1 June 1988
> Robot choreography has been developed to explore the aesthetic implications of robotic movement. The application of choreographic techniques to robot motion has evolved as a result of the implementation of the new technology. New materials and techniques have made changes possible in artistic forms. The widespread use of robots may significantly influence artistic trends. While pioneering in the field of robot choreography, I found that robot movement may be functionally efficien ...

20 Education forum: Accountability and the public trust   77%
Rocky Ross
ACM SIGACT News March 2002
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1 Computer-generated watercolor   98%
Cassidy J. Curtis , Sean E. Anderson , Joshua E. Seims , Kurt W. Fleischer , David H. Salesin
Proceedings of the 24th annual conference on Computer graphics and interactive techniques August 1997

2 Effective bandwidth of general Markovian traffic sources and admission   98%
control of high speed networks
Anwar I. Elwalid , Debasis Mitra
IEEE/ACM Transactions on Networking (TON) June 1993
Volume 1 Issue 3

3 Modeling water for computer animation   97%
Nick Foster , Dimitris Metaxas
Communications of the ACM July 2000
Volume 43 Issue 7

4 Animation and rendering of complex water surfaces   97%
Douglas Enright , Stephen Marschner , Ronald Fedkiw
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3
We present a new method for the animation and rendering of *photo-realistic* water effects. Our method is designed to produce visually plausible three dimensional effects, for example the pouring of water into a glass (see figure 1) and the breaking of an ocean wave, in a manner which can be used in a computer animation

environment. In order to better obtain photorealism in the behavior of the simulated water surface, we introduce a new "thickened" front tracking technique to accurately rep ...

5 Effective bandwidths for multiclass Markov fluids and other ATM sources 97%
George Kesidis , Jean Walrand , Cheng-Shang Chang
IEEE/ACM Transactions on Networking (TON) August 1993
Volume 1 Issue 4

6 Microcomputer technology for drilling 96%
Henry D. Shapiro , B. V. Randall
Proceedings of the 1986 workshop on Applied computing October 1986
>Drilling costs are a significant portion of exploration and production budgets. For this reason, the use of complex mathematical models to optimize drilling operations began in the early 1950s, at roughly the same time as the introduction of the first commercially available digital computer. Twenty years of development and field testing resulted in the release of sophisticated drilling optimization programs to the oil industry in 1971. Despite being tied to large mainframe computers, by 197 ...

7 Some properties of variable length packet shapers 95%
Jean-Yves Le Boudec
IEEE/ACM Transactions on Networking (TON) June 2002
Volume 10 Issue 3
>The min-plus theory of greedy shapers has been developed after Cruz's results on the calculus of network delays. An example of a greedy shaper is the buffered leaky bucket controller. The theory of greedy shapers establishes a number of properties such as the series decomposition of shapers or the conservation of arrival constraints by reshaping. It applies in all rigor either to fluid systems or to packets of constant size such as ATM. For variable length packets, the distortion introduced by p ...

8 Physically based modeling and animation of fire 95%
Duc Quang Nguyen , Ronald Fedkiw , Henrik Wann Jensen
ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques July 2002
Volume 21 Issue 3
>We present a physically based method for modeling and animating fire. Our method is suitable for both smooth (laminar) and turbulent flames, and it can be used to animate the burning of either solid or gas fuels. We use the incompressible Navier-Stokes equations to independently model both vaporized fuel and hot gaseous products. We develop a physically based model for the expansion that takes place when a vaporized fuel reacts to form hot gaseous products, and a related model for the similar ex ...

9 Modeling and rendering waves: wave-tracing using beta-splines and reflective and refractive texture mapping. 95%
Pauline Y. Ts'o , Brian A. Barsky
ACM Transactions on Graphics (TOG) July 1987
Volume 6 Issue 3
>The graphical simulation of a certain subset of hydrodynamics phenomena is examined. New algorithms for both modeling and rendering these complex phenomena are presented. The modeling algorithms deal with wave refraction in an ocean. Waves refract in much the same way as light. In both cases, the equation that

controls the change in direction is Snell's law. Ocean waves are continuous but can be discretely decomposed into wave rays or wav ...

10 Application of Parallel Processing to Numerical Weather Prediction   95%
A. B. Carroll , R. T. Wetherald
Journal of the ACM (JACM) July 1967
Volume 14 Issue 3
> The purpose of this study is to illustrate the application of a parallel network processing computing system to an important class of problems in hydrodynamics. The computing system selected for this study is a prototype of the SOLOMON parallel processing system (cited as SOLOMON II) which was developed at the Westinghouse Defense and Space Center, Baltimore, Maryland. Emphasis is placed on the problem of numerical weather prediction mainly because of the large data storage and m ...

11 3D digital cleansing using segmentation rays   95%
Sarang Lakare , Ming Wan , Mie Sato , Arie Kaufman
Proceedings of the conference on Visualization '00 October 2000

12 Natural phenomena: Blowing in the wind   94%
Xiaoming Wei , Ye Zhao , Zhe Fan , Wei Li , Suzanne Yoakum-Stover , Arie Kaufman
Proceedings of the 2003 ACM SIGGRAPH/Eurographics Symposium on Computer Animation July 2003
> We present an approach for simulating the natural dynamics that emerge from the coupling of a flow field to lightweight, mildly deformable objects immersed within it. We model the flow field using a Lattice Boltzmann Model (LBM) extended with a subgrid model and accelerate the computation on commodity graphics hardware to achieve real-time simulations. We demonstrate our approach using soap bubbles and a feather blown by wind fields, yet our approach is general enough to apply to other light-wei ...

13 Real-time rendering of aerodynamic sound using sound textures based   94%
on computational fluid dynamics
Yoshinori Dobashi , Tsuyoshi Yamamoto , Tomoyuki Nishita
ACM Transactions on Graphics (TOG) July 2003
Volume 22 Issue 3
> In computer graphics, most research focuses on creating images. However, there has been much recent work on the automatic generation of sound linked to objects in motion and the relative positions of receivers and sound sources. This paper proposes a new method for creating one type of sound called aerodynamic sound. Examples of aerodynamic sound include sound generated by swinging swords or by wind blowing. A major source of aerodynamic sound is vortices generated in fluids such as air. First, ...

14 Fast simulation of rare events in queueing and reliability models   94%
Philip Heidelberger
ACM Transactions on Modeling and Computer Simulation (TOMACS) January 1995
Volume 5 Issue 1
> This paper surveys efficient techniques for estimating, via simulation, the probabilities of certain rare events in queueing and reliability models. The rare events of interest are long waiting times or buffer overflows in queueing systems, and system failure events in reliability models of highly dependable computing systems. The general approach to speeding up such simulations is to accelerate the occurrence of the rare

events by using importance sampling. In importance sampling, the syst ...

15 Turbulent wind fields for gaseous phenomena   94%
Jos Stam , Eugene Fiume
Proceedings of the 20th annual conference on Computer graphics and interactive techniques September 1993

16 Rapid, stable fluid dynamics for computer graphics   94%
Michael Kass , Gavin Miller
ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques September 1990
Volume 24 Issue 4

17 Effective bandwidths for a class of non Markovian fluid sources   94%
Kimon Kontovasilis , Nikolas Mitrou
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication October 1997
Volume 27 Issue 4
This paper proves the existence of and explicitly determines effective bandwidths for a class of non Markovian fluid source models, featuring multiple data-transmission rates and arbitrary distributions for the times these rates are sustained. The investigated models cover considerably more traffic profiles than the usual Markovian counterparts and have reduced state-space requirements. The effective bandwidth, as a function of the asymptotic loss probability decay rate, is implicitly derivable ...

18 Fair scheduling in wireless packet networks   94%
Songwu Lu , Vaduvur Bharghavan , Rayadurgam Srikant
ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM '97 conference on Applications, technologies, architectures, and protocols for computer communication October 1997
Volume 27 Issue 4
Fair scheduling of delay and rate-sensitive packet flows over a wireless channel is not addressed effectively by most contemporary wireline fair scheduling algorithms because of two unique characteristics of wireless media: (a) bursty channel errors, and (b) location-dependent channel capacity and errors. Besides, in packet cellular networks, the base station typically performs the task of packet scheduling for both downlink and uplink flows in a cell; however a base station has only a limited k ...

19 A unified architecture for the design and evaluation of wireless fair   94%
queueing algorithms
Thyagarajan Nandagopal , Songwu Lu , Vaduvur Bharghavan
Wireless Networks March 2002
Volume 8 Issue 2/3
Fair queueing in the wireless domain poses significant challenges due to unique issues in the wireless channel such as location-dependent and bursty channel errors. In this paper, we present a *wireless fair service* model that captures the scheduling requirements of wireless scheduling algorithms, and present a *unified wireless fair queueing architecture* in which scheduling algorithms can be designed to achieve wireless fair service. We map seven recently proposed wireless fair sche ...

94%

20 Bandwidth allocation in wireless networks with guaranteed packet-loss
performance
Jeong Geun Kim , Marwan M. Krunz
IEEE/ACM Transactions on Networking (TON) June 2000
Volume 8 Issue 3

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1 **Analysis and synthesis of amplitude modulation components in pathological voices**
Gabelman, B.; Alwan, A.;
Speech Synthesis, 2002. Proceedings of 2002 IEEE Workshop on , 11-13 Sept 2002
Pages:51 - 54

[Abstract]   [PDF Full-Text (431 KB)]   **IEEE CNF**

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2 **A comparative study of transient characteristics of argon and hydrogenated-argon pulse-modulated induction thermal plasma**
Hossain, M.M.; Hashimoto, Y.; Tanaka, Y.; Paul, K.C.; Sakuta, T.;
Plasma Science, IEEE Transactions on , Volume: 30 , Issue: 1 , Feb. 2002
Pages:327 - 337

[Abstract]   [PDF Full-Text (628 KB)]   **IEEE JNL**

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3 **Responses of a long-coil pulse-modulated induction plasma**
Paul, K.C.; Hossain, M.M.; Hashimoto, Y.; Tanaka, Y.; Sakuta, T.;
Plasma Science, IEEE Transactions on , Volume: 29 , Issue: 2 , April 2001
Pages:326 - 334

[Abstract]   [PDF Full-Text (240 KB)]   **IEEE JNL**

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4 **Analysis of wavelet features for myoelectric signal classification**
Wellig, P.; Moschytz, G.S.;
Electronics, Circuits and Systems, 1998 IEEE International Conference
on , Volume: 3 , 7-10 Sept. 1998
Pages:109 - 112 vol.3

[Abstract]   [PDF Full-Text (324 KB)]   IEEE CNF

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5 Decomposition of EMG signals using time-frequency features
Wellig, P.; Moschytz, G.S.; Liiubli, T.;
Engineering in Medicine and Biology Society, 1998. Proceedings of the 20th A
International Conference of the IEEE , Volume: 3 , 29 Oct.-1 Nov. 1998
Pages:1497 - 1500 vol.3

[Abstract]   [PDF Full-Text (344 KB)]   IEEE CNF

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6 A comparison of scintillation crosswind methods
Poggio, L.; Furger, M.; Graber, W.K.;
Geoscience and Remote Sensing Symposium, 1996. IGARSS '96. 'Remote Sen
for a Sustainable Future.', International , Volume: 1 , 27-31 May 1996
Pages:399 - 401 vol.1

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1 **A phase field model for continuous clustering on vector fields**
Garcke, H.; Preusser, T.; Rumpf, M.; Telea, A.C.; Weikard, U.; van Wijk, J.J.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 7 , Issu 3 , July-Sept. 2001
Pages:230 - 241

[Abstract]   [PDF Full-Text (2160 KB)]   IEEE JNL

2 **The effect of texture on Curie-Weiss behaviour in a frozen ferrofluid**
Ayoub, N.Y.; Abu-Aisheh, B.; Dababneh, M.; Laham, N.; Popplewell, J.;
Magnetics, IEEE Transactions on , Volume: 25 , Issue: 5 , Sep 1989
Pages:3860 - 3862

[Abstract]   [PDF Full-Text (176 KB)]   IEEE JNL

3 **Scalable self-orienting surfaces: a compact, texture-enhanced representation for interactive visualization of 3D vector fields**
Schussman, G.; Kwan-Liu Ma;
Computer Graphics and Applications, 2002. Proceedings. 10th Pacific Conferen on , 9-11 Oct. 2002
Pages:356 - 365

[Abstract]   [PDF Full-Text (14752 KB)]   IEEE CNF

4 **Hardware-accelerated texture advection for unsteady flow visualiza**
Jobard, B.; Erlebacher, G.; Hussaini, M.Y.;
Visualization 2000. Proceedings , 8-13 Oct. 2000
Pages:155 - 162, 551

[Abstract]   [PDF Full-Text (740 KB)]   IEEE CNF

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5 **Visualizing wind velocities by advecting cloud textures**
Max, N.; Crawfis, R.; Williams, D.;
Visualization, 1992. Visualization '92, Proceedings., IEEE Conference on , 19-2
Oct. 1992
Pages:179 - 184

[Abstract]　　[PDF Full-Text (920 KB)]　　**IEEE CNF**

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6 **Image based flow visualization for curved surfaces**
van Wijk, J.J.;
Visualization, 2003. VIS 2003. IEEE , 19-24 Oct. 2003
Pages:123 - 130

[Abstract]　　[PDF Full-Text (669 KB)]　　**IEEE CNF**

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7 **Shedding light on the weather**
Narasimhan, S.G.; Nayar, S.K.;
Computer Vision and Pattern Recognition, 2003. Proceedings. 2003 IEEE Com
Society Conference on , Volume: 1 , 18-20 June 2003
Pages:I-665 - I-672 vol.1

[Abstract]　　[PDF Full-Text (595 KB)]　　**IEEE CNF**

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8 **Magnetic birefringence in copper and zinc ferrite-based ionic magne
fluids**
*Pereira, A.R.; Goncalves, G.R.R.; Bakuzis, A.F.; Morais, P.C.; Azevedo, R.B.;
K.S.;*
Magnetics, IEEE Transactions on , Volume: 37 , Issue: 4 , July 2001
Pages:2657 - 2659

[Abstract]　　[PDF Full-Text (57 KB)]　　**IEEE JNL**

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9 **Advecting procedural textures for 2D flow animation**
Kao, D.; Pang, A.;
Computer Graphics and Applications, 2001. Proceedings. Ninth Pacific Confere
on , 16-18 Oct. 2001
Pages:355 - 362

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10 **Acute blood-cellular interaction with textured surfaces**
*Fujisawa, N.; Poole-Warren, L.A.; Bertram, C.D.; Odell, R.A.; Woodard, J.C.;
Schindhelm, K.;*
[Engineering in Medicine and Biology, 1999. 21st Annual Conf. and the 1999
Annual Fall Meeting of the Biomedical Engineering Soc.] BMES/EMBS Conferen
1999. Proceedings of the First Joint , Volume: 2 , 13-16 Oct. 1999
Pages:777 vol.2

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